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KING OF THE MONSTERS

INSTRUCTION BOOKLET

TAKARA®

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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Thank you for selecting the King of the Monsters™ Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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KING OF THE MONSTERS TM 1991 SNK

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GREETING AND CONTENTS

Thank you for purchasing Takara Super Nintendo's Entertainment System, KING OF THE MONSTERS game. To ensure proper use of this hardware system and to get the most out of this game, please read this instruction booklet carefuly and save it for future reference.

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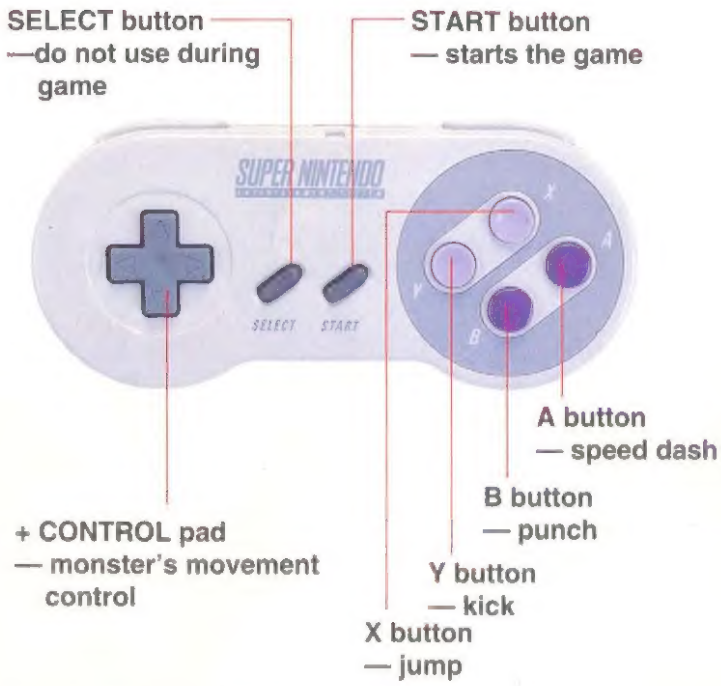
PROLOGUE

Our planet in the near future.....
As our civilization advanced technologically and through the passage of time, the earth experienced a gradual decline.....Unexpectedly, this vast earth came to a surprising halt. Suddenly Super Monsters unimaginable to the human mind began to appear all over the world! This crazy universe gave birth to these quick transforming Supercreatures!!!! Super Monsters that would mercilessly destroy building after building. Super Monsters that would ignore the frenzied panic of the people. No human military came close to their power!
Some time later the Monsters began to ask themselves, "Who is the strongest one among us?".....And thus began the great power battle between the Monsters.....
Eventually, the ultimate natural destruction site, "The Land of Civilization," became the final battleground for the 4 victorious Superpower Monsters.

CONTROL FUNCTIONS



*Do not use L, R buttons
Additionally, various methods of attack can be achieved by combining the + CONTROL pad with each button.

OBJECT OF THE GAME

After selecting one out of the four monsters, you fight against the rest of the monsters. Your final object is to become the King of the Monsters by clearing each battle stage level.

STARTING THE GAME

After you insert the game pak into the Super Nintendo Entertainment System, turn the POWER switch ON. The title screen will appear.

DURING THE TITLE SCREEN

Select 1 player or 2 players

MONSTER SELECTION SCREEN

Choose your monster out of the 4 different kinds of monsters: Astro Guy, Geon, Rockey, and Beetle Mania.

* If you select 2 players, you may select a monster for each player.

MONSTER'S SPECIALTIES (TALENTS)

ASTRO GUY

Mr. Pain in the Neck overflowing with a sense of justice!!

The creation of one mad scentist who experimentally transformed himself into a super muscle creature to fight the monsters when they suddenly appeared on this world. However.....the experiment failed and this man became a monster himself! Although full of noble intentions to "destroy the monsters." ASTRO GUY has done more harm by destroying the cities!

Deadly Weapon: FLASH WAVE

MONSTER'S SPECIALTIES (TALENTS)

GEON

A land counterattack! Venting your anger, huh?!

A grotesque dragon awakened from his sleep when his ice glacier melted due to abnormal warm weather in the Russian mountains! His weapon of attack is his powerfully sharp horn and tail. and Although he has been awake for several months now, he is still unhappy to be roused from his deep sleep, because of his low blood pressure. He destroys the cities just for the fun of it.

Deadly Weapon: FLAME CRUSHER

ROCKEY

A puzzling Rockman who likes the eight-beat.

A monster evolved from the Sphinx, Egypt's God of Protection. One can see he is made entirely of stone. How he can move so well is a mystery.

Deadly Weapon: ROCKEY BOMBER

BEETLE MANIA

A great insect not so good at using his head.

A suddenly transforming beetle monster born in the primitive Amazon. Although he seems to represent the Amazon's chaotic anger, he is only a beetle. Lacking any kind of intelligence, he destroys even the forest in which he was born! His skills are rather high. With a hard body shell, one would have a pretty sorry time if they thought they were battling just an ordinary beetle, Thank goodness it wasn't a cockroach that had evolved!

Deadly Weapon: BEETLE MISSILE

HOW TO PLAY

1 player:

Select one monster cut of the four, then eliminate the others by winning battles with each monster. Become the King of the Monsters by clearing each stage level. To clear a stage level. your monster must combine different techniques such as PUNCH and KICK to reduce your opponent's LIFEGAUGE down to 0, and hold your enemy for 3 counts. Each stage level is a different city and you will get BONUS POINTS if you destroy the city as well.

2 Players:

Each player will choose their own monster and fight each other, Also each Player may select their favorite stage level that they'd like to fight.

Option mode

Changing the game setting

When OPTION is chosen from the select screen, the setting screen appears. Move the + Control pad vertically to select an item,and move it horizontally to change the setting.

GAME TIME

Set battle time limit. Up to nine minutes may be added.

EXIT

Push the start button here to start game at the newly changed setting.

CONTINUE

Set desired "CONTINUE" total. Even if you lose in battle, you can come back alive as long as a "CONTINUE" remains.

Even if your monster is knocked down you can boost him back up and CONTINUE as long as you press the START button within the time limit. You may set the number or CONTINUE's you'd like with your option mode.

SCREEN EXPLANATION

High Score

Player 1 Score

Player 1 Lifegauge

Point Stock Gauge /
Number of accumulated Power - Up points [P].

Time remaining. When time hits 0, game is over.

Player 2 Score

Player 2 Lifegauge
* Becomes enemy's Lifegauge when only 1 player.

High Voltage Line /
Monster territory's high voltage line. You must not pass this line.

STAGE LEVELS AND THEIR SPECIALTIES

Destroy all 8 stages and 4 cities.

These are the four battle cities. Are you standing at the highest point?!

MONSTER ARRIVAL: (Stages 1 & 2)

The monsters have finally invaded the civilized world! The monsters saunter over the "Giant Bridge" to cross over the sea to the oil mining fields.

CRUSHING THE BUSINESS WORLD: (Stages 3 & 4)

The battle has begun in the "Business World" which controls the world's economy! Any castles or business buildings that get in the monster's way are destroyed!!!!

BURNING UP THE HISTORICAL CITIES: (Stages 5 & 6)

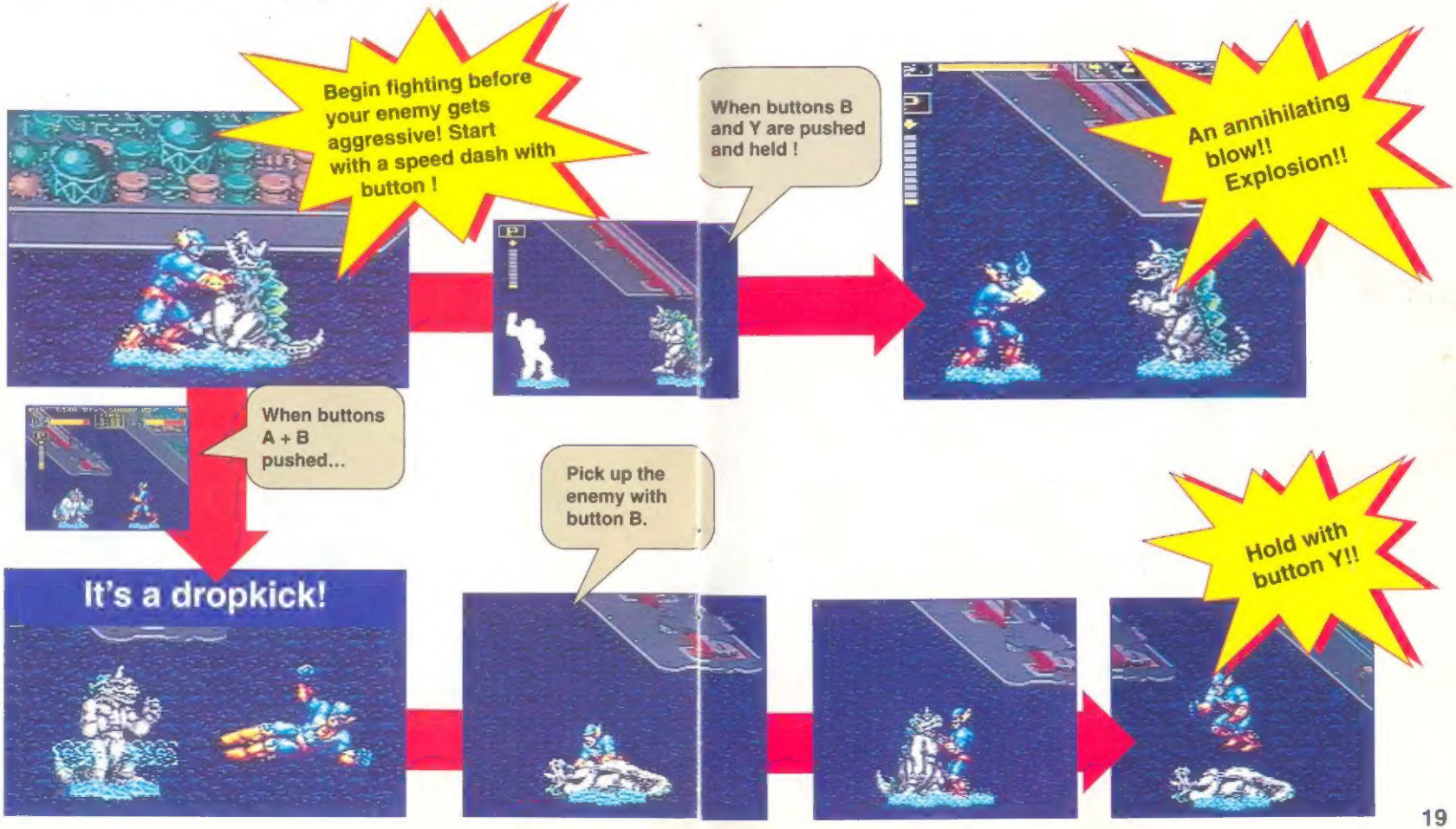
The monsters have finally reached the beautiful old cities as well! One by one, landmarks, histrorical sites, numerous buildings are all engulfed in flames and incinerated to ashes……

FINAL BATTLE AT THE CAPITOL: (Stages 7 & 8)

The monsters have finally reached the capitol. Here occurs the final battle amidst the "Tower," "?," "Dome," and many other office buildings.

TECHNIQUE COMBINATIONS PART 1

You can operate different methods of attack by using the + CONTROL pad along with varying combinations of button control.



TECHNIQUE COMBINATIONS PART 2

Victory or defeat will be known once the monsters go for it!! Watch your timing and go!

Battle and swing to the rope with button B.

Use your techniques at the spot returned to.

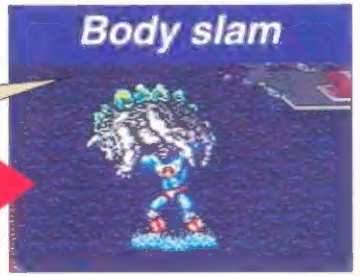
All monsters use the same techniques once they start the battle. Master your most deft technique.

Piledriver

With the upper portion of the + Control pad and button B...

Body slam

Button X
With button B at the start of battle...

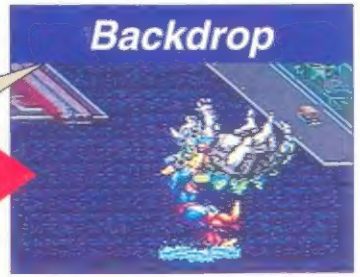


Bear Hug

With lower portion of the + Control pad and button B...

Backdrop

With buttons Y and B, and button B...



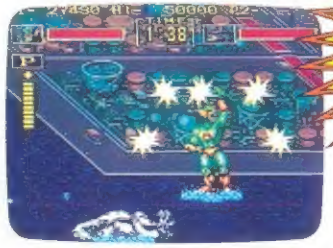
HOW TO POWER-UP

Regarding power points

You gain POWER POINTS [P] when your monster succeeds in his special attacks. Your monster will have a POWER-UP of one level when you accumulate POWER POINTS and fill up your power stock. When you POWER-UP a level. the damage done to your enemy increases!
Also your special attack power increases as well.

POWER POINT

You can POWER-UP to two levels. After and above that, any more POWER POINTS will be added to your total score.



Special attack technique during POWER-UP level 1

Special attack technique during POWER-UP level 2

ABOUT THE TANKS & AIRPLANES

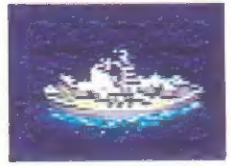
HOW TO PICK UP & THROW

Not only do the monsters appear on the screen, but to protect the world, the defense military's planes and tanks appear as well. You must be cautious because the defense military's planes and tanks will cause you damage! But you may pick up and throw the planes and tanks and use them as your weapons too!

There are four kinds of fuselages which appear!!

Tanks

Jets



Battleships

Helicopters

To pick up the tanks, press the (B) button when you get near it.To pick up the planes, jump and touch it.To throw either, use any of the (A) (B) (X) (Y) buttons.

3 WAYS TO ESCAPE DANGEROUS SITUATIONS

(1) Hit the (A) button continuously if you think you may be in for an attack, If you're lucky you may be able to hit him first!

(2) Hit the (A) button continuously if you're knocked or held down also. You'll recover sooner!

(3) Hit the (A) button continuously if you are thrown against the powerlines and you'll be able to reattack quicker!

Aim to be the King of the Monsters by using the above techniques.

SAFETY PRECAUTIONS WHEN IN USE

(1) Always unplug the AC Adaptor after use.
(2) Play the game as far away as possible from the TV screen.
(3) When playing for a long time, take a 10 - 15 minute break once every 2 hours to avoid fatigue.
(4) Since precision electrical parts are used in this game system, don't use or keep the system in extremely hot or cold places and don't subject it to strong shocks by striking or dropping it.
(5) Don't touch the terminals or connectors nor spill liquids on them.
(6) Don't wipe with oil or volatile solvents such as thinner, benzene, or alcohol products.
(7) Always make sure the game system switch is OFF when removing the game pak.
(8) This game pak is for use only on the Super Nintendo Entertainment System.
(9) Don't connect the Super Nintendo Entertainment System to a large screen television. A screen burnout may occur.

Memo

90-DAY LIMITED WARRANTY

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TAKARA USA CORP. (TAKARA) warrants to the original purchaser only of this TAKARA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This TAKARA software program is sold " as is, " without express or implied warranty of any kind, and TAKARA is not liable for any losses or damages of any kind resulting from use of this program. TAKARA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any TAKARA software product, postage paid with proof of date of purchase, at its Factory Service Center.

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